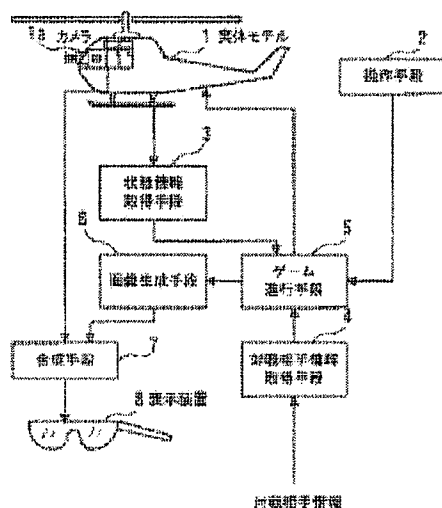


GAME DEVICE, SIMULATION APPARATUS AND GAME IMAGE DISPLAY METHOD

Publication number: JP11309269 (A)
Publication date: 1999-11-09
Inventor(s): TAJIMA SHIGERU; SAKAMOTO AKIRA
Applicant(s): SONY CORP
Classification:
- International: G09B9/00; A63F13/00; G06T17/40; H04N5/64; G06T15/00; G09B9/00; A63F13/00; G06T17/40; H04N5/64; G06T15/00; (IPC1-7): G06T15/00; A63F9/22; G09B9/00; H04N5/64
- European:
Application number: JP19980116977 19980427
Priority number(s): JP19980116977 19980427

Abstract of JP 11309269 (A)

PROBLEM TO BE SOLVED: To enjoy a game with more sense of actuality. **SOLUTION:** An actual model 1 can be removed and a camera 1a is mounted thereon. A game proceeding means 5 proceeds a game corresponding to a state information of the actual model 1 received from a state information obtaining means 3, a state information of a competitor received from competitor information obtaining means 4, and input signals from a control means 2. An action command is output to the actual model 1 corresponding to a proceeding state of the game, and an imaging command to an imaging means 6 is output. The imaging means 6 produces images according to the imaging command. A composition means 7 composes a picture taken from the camera 1a and a picture produced by the imaging means 6 to output to a display device 8. The display device 8 shows the picture produced by the imaging means 6.



Data supplied from the esp@cenet database — Worldwide